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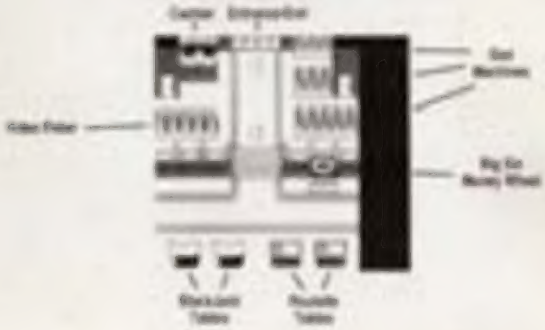
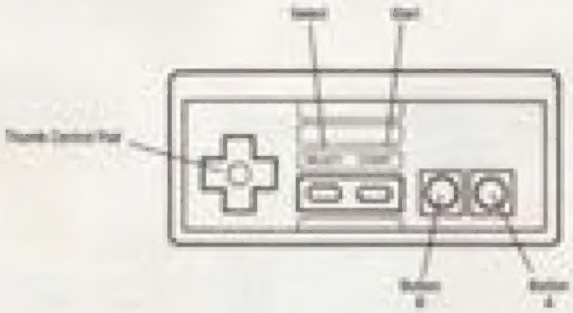
CAESARS PALACE Video Game Casino

Welcome to the CAESARS PALACE Video Game Casino, a royal wonderland that will dazzle you with unparalleled excitement and challenge your every skill with games of chance. Good luck and enjoy the games!



CONTROLS



CONTROLS

THUMB CONTROL PAD - PRESS THE THUMB CONTROL PAD TO MOVE THE POINTER AROUND THE SCREEN.

A BUTTON - PRESS ON THE A BUTTON TO SELECT WHATEVER THE POINTER IS RESTING ON.

B BUTTON - AFTER YOU HAVE PLACED YOUR BETS AND BEFORE YOU HAVE MADE ANY OTHER MOVE, (SUCH AS CLICKING ON "DEAL" OR CLICKING ON THE SLOT MACHINE HANDLE) YOU MAY PRESS THE B BUTTON TO CANCEL YOUR BETS.

SELECT - PRESS TO RETURN TO THE MAIN CASINO FLOOR. PRESSING SELECT WILL NOT RETURN YOU TO THE MAIN CASINO FLOOR IF YOU ARE RIGHT IN THE MIDDLE OF GAMEPLAY.

START - PAUSES THE GAME IN ALL THE EVENTS AND DISPLAYS A CHECK INDICATING HOW MUCH MONEY YOU HAVE. ALLOWS YOU TO SEE THE TOTAL AMOUNT YOU HAVE BET ON A PARTICULAR ROUND OF PLAY. AFTER YOU HAVE PLACED YOUR BETS AND BEFORE YOU HAVE MADE ANY OTHER MOVES (SUCH AS CLICKING ON "DEAL" OR CLICKING ON THE SLOT MACHINE HANDLE).

GETTING STARTED

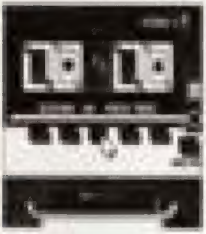
Press any button to arrive at the floor of the casino. After you visit the cashier, you will be able to move around to the various games available in the casino by scrolling up, down, right or left.

VIDEO POKER

HOW TO PLAY VIDEO POKER

The video poker machines are located in the upper left corner of the casino. Move the pointer to the machine of your choice (there are $1, $5, $25 and $100 video poker machines) and press the A button. The machines that accept the smallest denominations are closest to the exits.

AT THE PLAYING SCREEN:



TO BET: Press the A button to drop coins in the pot (the round spot under the $ amount of the machine on the right side). The number of coins you have bet is displayed in the upper right corner. Keep pressing on the A button until you have bet the desired number of coins. The machine will automatically begin dealing when you have reached the maximum bet limit of five coins.

If you wish to cancel your bet on video poker, you must press the B button before you have bet the maximum of five coins.

THE DEAL: Once you have placed your bet, move the pointer to the DEAL button and press A. You will be dealt 5 cards. If you would like to replace some or all of your cards, move the pointer to the button below the card you wish to discard and press A. If you decide to keep a card you have discarded, press A on the button beneath that card. Press A when the pointer is resting on the DEAL button to receive more cards. Before you press the DEAL button, examine the cards you have chosen to discard.

TO WIN: You must have one of the following hands to win in Video Poker:

RANK OF VIDEO POKER HANDS

The following card combinations have value in Video Poker. They are listed in order, lowest ranking hands to highest ranking hands.

1. One Pair - This needs any two cards of the same rank (Jacks or better).
2. Two Pairs - This needs two cards of any one rank plus two cards of a different rank.
3. Three of a Kind - This needs three cards of the same rank.
4. Straight - Any five cards in sequence (but not all of the same suit) make a straight.
5. Flush - Any hand with five cards in the same suit constitutes a flush.
6. Full House - Three of a Kind and a pair make a full house.
7. Four of a Kind - This requires any four cards of the same rank.
8. Straight Flush - Five cards in sequence in the same suit constitute a straight flush.
9. Royal Flush - The top five cards in sequence in the same suit (A-K-Q-J-10). These cards may appear in any order on your screen.

WINNING

When you have a winning hand, you will see your money fall into the coin tray. If you don't want to watch all of your new-found bounty accumulate, press the A button. Now you are ready to play a new hand or you may exit to the main field by pressing Select.

TO START A NEW HAND

The last hand you have played will remain on the screen until you press the A button. The Dealer will now deal you five new cards.

VIDEO POKER PAYOFF TABLE

TYPE OF HAND	1 COIN	2 COINS	3 COINS	4 COINS	5 COINS
ONE PAIR (Jacks or better)	1	2	3	4	5
TWO PAIRS	2	4	6	8	10
THREE OF A KIND	3	6	9	12	15
STRAIGHT	4	8	12	16	20
FLUSH	6	12	18	24	30
FULL HOUSE	9	18	27	36	45
FOUR OF A KIND	25	50	75	100	125
STRAIGHT FLUSH	50	100	150	200	250
ROYAL FLUSH	250	500	750	1000	4000

SLOT MACHINES

In 1887, American inventor Charles Fey made the first slot machine in a small machine shop in San Francisco. Called the Liberty Bell, the first slot machine was manufactured by hand and contained three wheels with colorful hearts, diamonds, spades, bells, horseshoes and stars, printed on them. The machines were an immediate success, and are now found in all parts of the world.

HOW TO PLAY THE SLOT MACHINES

If this, then! In the slot, look at the slot machine, you'll see them in the upper right and header right corner of the screen. Along the pointer to the machines of your choice (there are 20, 30, 50, or 100 and 100 machines available in 3 rows of 4 and progressive numbers and prizes 1).

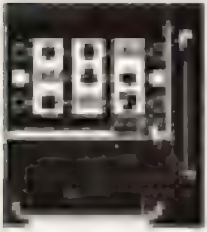
AT THE PLAYING SCREEN

Move the pointer to the coin and one press A to drop in as many coins up to the maximum for that particular machine as you would like to bet. When you have finished betting, move the pointer to the handle and press A to start the slots spinning.

PAYOUTS

Down upon the top of the screen, see a display of payoffs for the displacement of various symbol combinations. If the symbols appear horizontally on the payout chart, when the reels stop spinning, and a winning combination, you will be paid out the correct number of coins.

TYPES OF MACHINES



THE DICHES OF ROME

MAGNIFICENT SEVENS

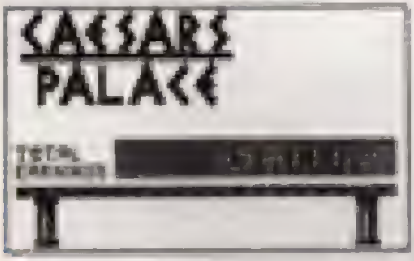
FOUNTAINS OF FORTUNE. [illegible]

TO SPIN THE WHEEL AGAIN. [illegible]

TO END. [illegible]

CHIP TRAYS

A WORD ABOUT WINNING



TO DISPLAY YOUR EARNINGS

On the left side of the slot machine is a series of a clock. Move the pointer on top of the clock and press A. The left side of your earnings displayed on the clock and can see below. Press A again to return to game screen.

If you prefer, you may also press SELECT to display the clock.

BLACKJACK

Blackjack is the casino's most popular card game. This game has adapted from a version of the French game vingt-et-un or "21".

The object of this game is to have the total point value of the cards dealt you exceed the point value of the Dealer's hand without going over 21. If you go over 21 or "bust", you automatically lose even if the Dealer subsequently also goes bust. Picture cards (Jack, Queen or King) count as 10. Aces count as either 1 or 11, whichever you choose. All other cards (2, 3, 4, 5, 6, 7, 8, 9, 10) count as face value.

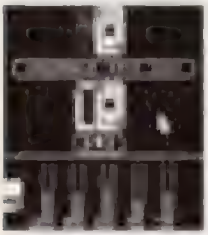
After you place your bet, the Dealer starts the game by dealing you two cards and himself two cards. If you feel you need additional cards to beat the Dealer, you may take a "hit" (pick another card). There is no limit to how many "hits" you can take as long as you don't "bust" (go over 21). When you are satisfied with your hand, you are ready to let the Dealer hits you will "stand" or not. Whatever any other cards. The Dealer will then check his cards. The Dealer must draw a card on any point total of 16 or less and stand on any point total of 17 or more. If your cards total 21 or less and the Dealer's point total is over 21, you win. If the Dealer gets closer to 21 than you without going over, the Dealer wins.

When your point total is the same as the Dealer's, the round ends in a "push" (you neither win nor lose) and your bet will be returned to you.

HOW TO PLAY BLACKJACK

The two Blackjack tables are located in the lower left corner of the casino. Match your cursor. Move the pointer to the value of your chips and press the A button.

AT THE PLAYING SCREEN



THE DEAL: When you are satisfied with the amount you have bet, move the pointer up to the page OK and press the word "deal" is flashing, press button A. The Dealer will now deal you two cards.

TO HIT: When you have received your first two cards, you may opt to take a hit, or "stand". If you accept the another card, press the A button to the right of your hand where the word "hit" is flashing. From this position, you may press A to receive as many additional cards as you want. Remember, your goal is to get as close to 21 as possible without going over. If you do bust (go over 21), the Dealer will take your hand. Your cards will remain on the screen until you press A to start the next hand.

TO STAND: Whenever you are satisfied with the card total of your hand, move the pointer to the hit / stand where the word "stand" is flashing and press A.

AS AN ACE: If your initial two cards total 21 (an Ace and a 10 - face, Queen, or King), you have a Blackjack or a "natural". If both you and the Dealer have Blackjack, it is a standoff or "push". If Dealer's showing a face card and you hit to receive a Blackjack, then you win one and a 21. A winning Blackjack is worth 2 to 1 (1.5 times the amount of your bet).

SPLITTING PAIRS: If your first two cards have the same numerical value, you may split them into two hands. You may split any two of the following matched hands: 10 and 10, 9 and 9, and after the first hand is played and completed, you play on the second hand. If the split pair one Aces, you are limited to one card on each hand. When you split a pair, a Blackjack pays off the amount of your original bet only and not 1.5 times your bet.

TO SPLIT A PAIR: If you would like to split a pair, move the pointer to where the word SPLIT is flashing on the right side of the screen and press the A button. The bet on the second hand will automatically be placed and is equal to the original bet.

DOUBLING DOWN: When your first two cards total 10 or 11, the word DOUBLE will flash on the left side of the screen. When the flashing DOUBLE appears, you may choose wager an additional amount equal to the value of your original bet.

When you double down, you are allowed to draw only one additional card.

TO DOUBLE DOWN: If you would like to double down, move the pointer to the DOUBLE square and press the A button.

INSURANCE: If the Dealer's face up card is an Ace, you may elect to take insurance after the initial deal. This insurance bet is a wager that the Dealer has a Blackjack. In other words, you are betting that the Dealer's hole card will be a 10, Jack, Queen, or King. It will cost you one half of your original bet to buy insurance. If the Dealer has a Blackjack, your original bet and your insurance bet will be returned to you. Insurance bets pay 2 to 1. If the Dealer has a Blackjack, the hand is an immediate loss. If the Dealer doesn't have a Blackjack, he will take your insurance bet and you will play out your hand as usual, hitting or standing, as you wish.

TO BUY INSURANCE Move the pointer to the INSURANCE box at the top of the screen and press the A button.

TO START A NEW DEAL At the end of each round, the cards will remain on the screen for you to examine. After you have studied the cards, press A to return to the card table. Now you are ready to begin betting on the next hand.

HINT You may want to the high rollers here after your hand has been passed by previous hands.

MAXIMUM BET The maximum bet for Blackjack is $10,000. On $10,000, if you right your hand in Double Down, on your bet.

THE BIG SIX MONEY WHEEL

Also known as the Wheel of Fortune or The Money Wheel. This is an easy game to play that can have you winning in no time.

Bets are made by placing a chip on the layout in one of the boxes. These boxes correspond to the numbers on the wheel and indicate the payout odds. Bets must be made before the wheel is spun. Wagers are paid off immediately after the wheel stops on a number. If that number is the one you put your money on, you're a winner. The higher the odds, the larger the payoff.

HOW TO PLAY THE BIG SIX MONEY WHEEL

The MONEY WHEEL is located in the middle of the casino screen. Its stops on the right.

AT THE PLAYING SCREEN

TO BET: Move the pointer to the column that holds the chips you wish to bet. When the pointer is moving on a chip, press A. Move the pointer left the chip attached to it on top of the other to locate you moving the wheel will stop on. Once you have positioned a chip in the box you wish to bet on, press A to release the chip. Repeating the A button will increase the amount of similar chips for the particular bet. Holding down the B button and move the chips to more variety, or "spin-spread" your bet. You may place a bet in one or all of the boxes that appear on the table, as long as you have the money to do so.

PAYOUTS [illegible]

PLAYING THE WHEEL [illegible]

MAXIMUM BET [illegible]

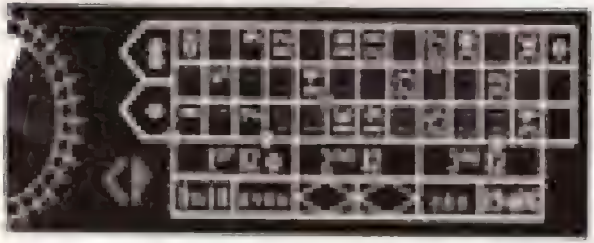
ROULETTE

[illegible]

[illegible]

[illegible]

TYPES OF BETS AND PAYOFFS



[illegible]

[illegible]

HOW TO PLAY ROULETTE

The new Roulette screen can be found when the player is in the lower right corner of the casino.

There are 38 positions on the wheel, containing the numbers 1-36 as well as a 0 and 00. Half of the numbers 1-36 are red and half are black. Each spot on the wheel provides a multitude of options for the player. A player may bet on single numbers, rows of numbers or adjacent numbers. A player may also play odd or even numbers or red or black numbers. A bet on a single number pays 35 to 1, including 0 and 00. Unlike the other numbers on the wheel, the 0 and 00 aren't counted as being right or left, odd or even, black or red. The right and left, odd or even pay back 1 for 1 at each choice.

TO BET: Move the pointer to the chip of your choice and press the A button. Once the chip is attached to the end of the pointer, place your bet on the Roulette table and, when you think the time is right, where you like, press the A button. Right after you have placed your chip on the Roulette table, you may re-press the A button if you would like to increase the amount of similar chips on that particular spot (or hold down the A button for "auto-repeat"). Slowly the dealer will take turns to position your chips to each possible bet. You may place up to eight bets per each spin of the Roulette wheel. After you have placed eight bets, the wheel will start spinning automatically.

If you would like to place a bet on the right side of the table, move the pointer to the right side of the screen and continue following down the right arrow until the pointer you arrive the bet on is a match.

PLAY AGAIN? Press the A button to cycle the reels and then follow the above instructions for starting and spinning the Roulette wheel.

QUIT? Once the player has completed spinning and the Casino has calculated the total winnings and paid out the winning chips, you may choose Quitting to take you back to the main casino screen.

MAXIMUM BET? The more spins of the wheel, you have, you're more bets. You are allowed to place a maximum of $1,000 for each bet placed.

TO SPIN THE WHEEL: After you have placed all of your bets, move your pointer around on the Roulette wheel screen on the left side of the table. Press the A button to start the wheel spinning.

When the wheel has stopped spinning, the screen will scroll to the right and you will see the Casino table layout on the racing track. The screen will then scroll back to the left, paying off the winning bets. It's time to play.

Credits for CAESARS PALACE for the Game Boy

PROGRAMMER	[illegible]
ARTIST	[illegible]
COMPOSER	[illegible]
PRODUCT MANAGER	[illegible]
PRODUCT MANAGER FOR HAWK GAMES	[illegible]
EXECUTIVE PRODUCERS	[illegible]
ORIGINAL GAME DESIGN	[illegible]
MANUAL BY	[illegible]
QUALITY ASSURANCE BY	[illegible]
SPECIAL THANKS TO	[illegible]

HIGH SCORE CARD

Date	Game Number	Amount

HIGH SCORE CARD

Game	Game Number	Initials

WARNING:

READ BEFORE USING YOUR NES, SUPER NES, OR GAME BOY SYSTEM

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of televised pictures or playing certain video games, including games played on the NES, Super NES and Game Boy systems. Persons who have not had any previous seizures may nonetheless have an undiagnosed epileptic condition. Consult your physician before playing video games if you have an epileptic condition. Consult your physician if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

WARNING

DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES"), your Super Nintendo Entertainment System® ("Super NES"), or any NES™ or Super NES™ games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES or Super NES games, neither Nintendo nor any of Nintendo's licensees will be liable for any damage. This situation is not caused by a defect in the NES, Super NES, NES games or Super NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

COMPLIANCE WITH FCC REGULATIONS

Under FCC rules, changes or modifications to this product not expressly approved by the manufacturer could void the user's authority to operate this product. This product generates and uses radio frequency energy and, if not installed and used in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. This product complies with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of the FCC Rules, which are designed to provide reasonable protection against such interference when operated in a residential environment. However, there is no guarantee that interference will not occur in a particular installation. If this product does cause interference to radio or television reception, which can be determined by turning the product off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Re-orient the receiving antenna.
- Relocate the Control Deck with respect to the receiver.
- Move the Control Deck away from the receiver.
- Plug the AC adapter from the Control Deck into a different outlet so the Control Deck and receiver are on different circuits.

If necessary, the user should consult an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402. Stock No. 004-000-00345-4.

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